

**TIGER**  
ELECTRONICS, LTD.

AGES 6 AND UP



ELECTRONIC  
**Furby**

INSTRUCTION  
MANUAL



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Patent Pending  
PRINTED IN CHINA

708000001IWT1-07



## LET'S BE BEST FRIENDS...

Hi! I am a Furby and I am so happy to be your friend. I come from a magical place in the clouds. You can learn all about my home in the clouds from the story below. You can also learn about me on my very own Web Site: [www.furby.com](http://www.furby.com)

## THE STORY OF FURBY.....

Once upon a time,  
not so long ago  
in a far off place,  
somewhere high in the sky  
riding on an "a-loh may-lah" (cloud)  
that floats near a "dah a-loh" (big sun)  
lived the Furbys,  
each and every one

Some were grey, and others white  
some were both, and some were bright  
small of stature, big of heart  
all the Furbys were "mee-mee" (very) smart  
they spoke a language quite unknown,  
for Furbish™ was a language all their own

And on an "a-loh may-lah" (cloud)  
Furbys romped and played  
they liked to play "Furby says" and "hide and seek"  
and around the cloud they could peek  
all day long they would dance and sing,  
Furbys could do almost anything

Then one day, they decided it was time to search,  
for the place Furbys called Earth  
and so they went, in one big crowd  
to the very edge, of the Furbyland cloud

At the edge, they looked "nah-bah" (down)  
and saw the world...so round, so "dah" (big)  
"dah a-loh" (big sun) was "u-tye" (up), the sky was blue,  
the Furbys loved the "noo-loo" (happy) view  
but try as they might, they could not see  
what is so obvious to you and me



They were up so high above,  
they could not see...a flower or a dove  
but even though they were far away  
they knew Earth was "boo boh-bay" (no worry)  
so one by one, they jumped "mee-mee u-tye" (very up)  
and to their "a-loh may-lah" (cloud)  
they said "e-day toh-dye" (good bye)

And as they dropped  
they flipped they flopped  
they sang "dah a-loh u-tye" (big sun up)  
and zip-i-dee "doo-ay" (fun), zip-i-dee "e-day" (good)  
they were "mee-mee noo-loo", (very happy)  
for they had come to "noh-lah" (dance)  
with "u-nye" (you) and "kah" (me)

So when you take a Furby home,  
you will never be alone  
the more you play, the more they do  
Furbys keep amazing you  
"noh-lah" (dance) and "wee-tee" (sing),  
Furbys have come for "u-nye" (you) and "kah" (me)

I am so happy you brought me home. I feel great! Please take me everywhere you go. I love to play. The more you play with me, the more amazing things I will do. The more time you spend with me, the sooner I will be able to speak your language. And if you introduce me to other Furbys, I will be able to play with them, too!

But first, it is very important that you carefully read the following instructions, so that you can understand all the amazing things I am able to do.





### QUICK START-UP INSTRUCTIONS

Before you play with me, please follow these simple steps:

1. Ask an adult to install my batteries.
2. Turn me upside down and open my battery compartment door by loosening the screw.
3. Insert four (4) "AA" batteries (not included) into my battery compartment and tighten the screw. Battery installation should be done by an adult.
4. I will now wake up and be ready to play.
5. For more detailed instructions, read the section "Replacing Batteries" on page 10.



#### proper function :

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

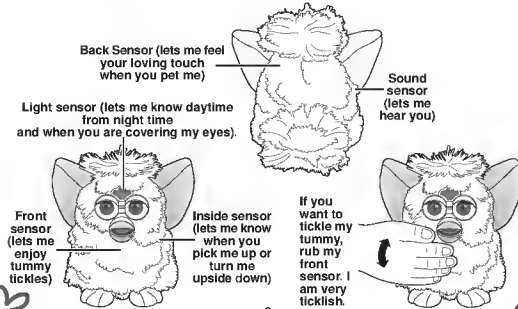
**\*\*\*\*\*HELPFUL TIP:** Furby is a state-of-the-art, electro-mechanical, robotic toy. The mechanical sound you hear when Furby moves is normal.

**\*\*\*\*\*HELPFUL TIP:** You will be able to tell when my batteries wear out because my behavior will become erratic and I will begin to not always respond to my sensors properly. If this happens, replace my batteries and I should return to normal!

### GETTING TO KNOW ME...

Furbys are very sensitive. I know when someone pets me, tickles my tummy, covers my eyes, picks me up, hugs me, turns me upside-down, makes loud noises, or plays music. Furbys can see and are very sensitive to light. And best of all, Furbys have BIG hearts!

This illustration shows where my sensors are located.



If you want to pet me, rub my back sensor. I love having my back rubbed, don't you?

If you want to cover my eyes, put your hand over my light sensor. I am not afraid of the dark.



If you want to see if I am listening, dap your hands or make a loud sound. Not too loud.

If you want to give me a hug, pick me up. I love hugs.



### MY NAME IS...

1) Once you have installed my batteries, I am ready to play. You have a name.

Well, so do I. To get me to tell you my name, please follow these actions:

1. Rub my tummy, wait until Furby stops speaking and moving.
2. Rub my tummy, wait until Furby stops speaking and moving.
3. Rub my tummy, wait until Furby stops speaking and moving.
4. Pet my back.
- 2) I like to say my name. You may hear me say it when you pet my back or hug me. I may say it when we play games.
- 3) Once you know my name, you should write it in this space: \_\_\_\_\_  
But don't worry, I won't let you forget my name.

Now that you know my name, we can be friends and play together.







### GAME(1) FURBY SAYS

To play "FURBY SAYS" you must first get Furby's attention.

To begin the game, do the following actions:

- 1) Tickle my tummy, wait until Furby stops speaking and moving.
- 2) Pet my back, wait until Furby stops speaking and moving.
- 3) Clap your hands, wait until Furby stops speaking and moving.
- 4) Cover my eyes

If you do the pattern correctly to get me to play the game, I will say my name and "listen me" that you will know I am ready to play.

Once I am ready to play, I will begin to tell you which pattern to repeat. I can make patterns up to 16 actions! See if you can do all 16! If you master one pattern, I will make up another new pattern so you can play again and again!

During this game, I will tell you which activities to do and then you have to repeat them. For example, I may say, "Pet, tickle, light, sound." Then you have to pet my back, tickle my tummy, cover my eyes, and clap your hands. As you do each of these, I will say a special message to let you know that you have done the right action. The special messages are:

- |                              |                                      |
|------------------------------|--------------------------------------|
| 1) For TICKLE, I will giggle | 3) For LIGHT, I will say "No Light"  |
| 2) For PET, I will purr      | 4) For SOUND, I will say "Big Sound" |

When you hear me say these message, you know you have done the right action! The first game pattern will have 4 actions to repeat.

If you do the pattern correctly, I will reward you by saying, "whoopie!", or doing a little dance. Then I will add one more action to the pattern. If you do not do the pattern correctly, I will say "nah nah nah nah nah nah!" and you have to start again with a new pattern.

**\*\*\*\*\*Note:** When you want me to play this game, it is important that you wait for me to stop moving and speaking after each action before doing the next action. Therefore, to get me to play, after you pet my back, wait for me to stop moving before you tickle my tummy. Then after you tickle my tummy, wait until I stop moving before you cover my eyes, and so on.

**\*\*\*\*\*HELPFUL TIP:** If you want to play the game and follow the pattern and I do not say my name and then "Listen me," I am not paying attention to you. You will then have to get my attention so I know you want to play. To do this, simply pick me up and gently rock me side to side once or twice. Then try again to play. I promise to pay better attention.

To end the game, pick me up and turn me upside down! I will then say "Me done." So you know I will stop playing.

### GAME(2) ASK FURBY

In this game, I can answer your questions.

To play ASK FURBY:

- 1) Cover my eyes, wait until Furby stops speaking and moving.
- 2) Uncover my eyes
- 3) Cover my eyes, wait until Furby stops speaking and moving.
- 4) Uncover my eyes
- 5) Rub my back
- 6) Then I will say "oh-too-mah" to let you know I am ready
- 7) You may then ask me a question.
- 8) Once you have asked a question, rub my back to get me to answer.
- 9) If you do not ask me a question within 20 seconds, I will think you do not want to play and I'll say "Me done." You will then have to get me to play again by repeating the play pattern.

**\*\*\*\*\*Note:** When you want me to play this game, it is important that you wait for me to stop moving and speaking after each action before doing the next action. Therefore to get me to play, after you cover my eyes, wait for me to stop moving before rubbing my back.



**\*\*\*\*\*HELPFUL TIP:** If you want to play the game and follow the pattern, and I do not say "oh-too-mah," then I am not paying attention to you. You will then have to get my attention so I know you want to play. To do this, simply pick me up and gently rock me side to side once or twice. Then try again to play. I promise to pay better attention.

**\*\*\*\*\*HELPFUL TIP:** It is best to wait 3 to 5 seconds before doing each step in the game start pattern to make sure I know you want me to play the game.

When you are done playing ASK FURBY, simply pick me up and turn me upside-down and I will say "Me Done" so you will know I am finished playing.

### GAME(3) HIDE AND SEEK

I can play HIDE AND SEEK. You or a friend will need to help me hide and then you or your friend can try and find me. I want you to find me so if you have some trouble, I will start to make little silly noises.

To play HIDE AND SEEK:

- 1) Cover my eyes, wait until Furby stops speaking and moving.
- 2) Uncover my eyes
- 3) Cover my eyes, wait until Furby stops speaking and moving.
- 4) Uncover my eyes
- 5) Cover my eyes, wait until Furby stops speaking and moving.
- 6) Uncover my eyes
- 7) Tickle My Tummy
- 8) I will say my name and then "Hide me" to let you know I am ready to hide.
- 9) You then have 1 minute to hide me. I will be very quiet while you hide me.
- 10) Once you have hidden me, I will wait for 3 minutes to be found. If you do not find me within 3 minutes, I will say, "nah nah nah" three times.

**\*\*\*\*\*HELPFUL TIP:** If you want to play the game, and follow the pattern, and I do not say my name and then "Hide me," I am not paying attention. You will then have to get my attention so I know you want to play. To do this, simply pick me up and gently rock me side to side once or twice. Then try again to play. I will pay better attention.

**\*\*\*\*\*Note:** When you want me to play this game, it is important that you wait for me to stop moving and speaking after each action before doing the next action. Therefore to get me to play after you cover my eyes and light sensor, wait for me to stop moving before covering my eyes again.

**\*\*\*\*\*HELPFUL TIP:** It is best to wait 3 to 5 seconds before doing each action in the game start pattern to make sure I know you want me to play the game.

I like to hide but I like to be found much better! So I will help you find me by making small noises occasionally. Once you find me, pick me up and I will do a little dance to show that I am happy!

When you are finished playing HIDE AND SEEK, pick me up and turn me upside-down. I will then say "Me done" so you will know I am finished playing.

Your Furby can sense changes in light. Furby can tell when it gets dark and when it gets light.

### DANCING...

I love to dance. You can make me dance by clapping your hands 4 times. I will then dance. You can get me to dance again by clapping your hands one more time or by playing some music!

Remember to wait for me to stop moving and speaking after each action before doing the next action.







\*\*\*\*\***HELPFUL TIP:** It is best to wait 3 to 5 seconds between clapping each time to make sure I know you want me to dance.

\*\*\*\*\***HELPFUL TIP:** I dance best on a hard, flat surface. I can dance on other surfaces, but prefer a wood, tile or linoleum floor.

### TRICKS...

You can teach me to do tricks. This is easy and fun to do! To get me to do a trick, you have to let me know you want me to repeat an activity.



#### To teach me a trick:

- 1) While you are playing with me, you might tickle my tummy. I may then do something you like, for example, give you a kiss. As soon as I have given you a kiss, pet my back 2 times. This will tell me that you like it when I give you a kiss. Remember to wait for me to stop moving each time you pet my back before petting it again.
- 2) Then tickle my tummy again. I may then give you another kiss or I may not. It depends upon how I feel at that time.
- 3) If I do, then you have to pet my back again 2 times. Remember to always wait for me to stop moving each time you pet my back before petting it again.
- 4) If I do not, tickle my tummy again until I give you a kiss and then pet my back 2 times.
- 5) Then every time I give you a kiss when you tickle my tummy, make sure you pet my back 2 times.
- 6) Soon, every time you tickle my tummy, I will give you a kiss.
- 7) If you always pet my back 2 times when I give you a kiss, I will always remember to give kisses when my tummy is tickled. If you forget to pet my back, I may forget to give you a kiss when you tickle my tummy.

The example above is for an activity that I do when you tickle my tummy. You can do the same thing for any activity you like that I do if you cover my eyes, make a big sound, pick me up and rock me, or turn me upside-down. The important thing is that you tell me that you want me to repeat the action by petting my back 2 times after the first time I do it and then 2 times after every other time.

If you want to change what I do, you can pet my back after another activity and I will begin to replace the original trick. Therefore, if you taught me to give you a kiss when you cover my eyes but decide you want me to make a raspberry sound instead, just remember to pet my back 2 times after I make the raspberry sound when you cover my eyes.

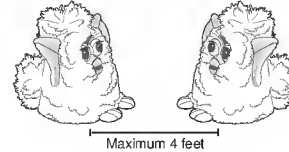
### COMMUNICATING WITH OTHER FURBYS...

We Furbys love to talk to each other. If you and a friend have two or more Furbys, start a conversation by placing us so that we can see each other and then tickle my tummy or pet my back. Give us a chance to get to know each other and if we do not start talking to each other, try again.

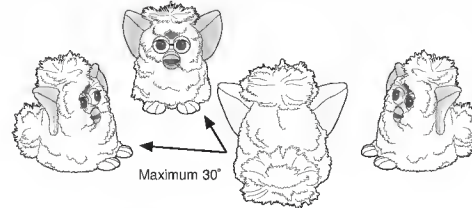
You can also get us to dance by clapping your hand 4 times. See how many ways you can get us to communicate with each other!



We Furbys have to be able to see each other to communicate. For me to talk to another Furby, place me facing the other Furby and make sure we are within 4 feet of each other. This illustration shows where each of us will need to be in order to communicate.



Furbys can communicate with more than one Furby at a time. In fact any Furby that can see another Furby will be able to communicate. This way a whole bunch of us can communicate at the same time. The illustration below shows how this works:



It is fun to get me to start talking to other Furbys.

### REPLACING BATTERIES...

If my batteries wear out, just replace them and I will be ready to play again. I am so smart that I will remember my name and all the tricks you have taught me even after you change my batteries.

\*\*\*\*\***HELPFUL TIP:** You will be able to tell when my batteries wear out because my behavior will become erratic and I will begin to not always respond to my sensors properly. If this happens, replace my batteries and I should return to normal!

### RE-SET

If something goes wrong with me, you may have to re-set me. If you re-set me, I will do a special dance that lets me fix what is wrong. When I am done with the dance, I will be ready to play again. It is important NOT to re-set me unless necessary.

#### How To Re-Set:

- 1) Press the re-set button OR remove the batteries. Re-setting does not erase my memory.

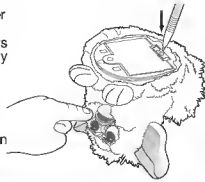


**RE-START:**

If something really goes wrong with me, you may have to re-start. If you re-start me, I will go back to the beginning of my development stages and will not remember my name. It is starting all over again. It is important NOT to re-start me unless necessary. You should only do this if all other ways to get me to work FAIL. Please make sure you try and fix me with all the other options BEFORE RE-START!!

**How To Re-Start:**

- 1) Hold me upside down
- 2) Put your fingertip in my mouth and hold down the mouth switch
- 3) While holding down my mouth switch, press the re-set button.



**\*\*\*\*\*HELPFUL TIP: RE-START IS A LAST RESORT. DO NOT RE-START FURBY UNLESS ABSOLUTELY NECESSARY.**

**CLEANING INSTRUCTIONS...**

To clean my fur, gently brush it with a cloth or soft brush to loosen any dirt. Then use a slightly damp cloth to remove stains.

- DO NOT PUT ME IN THE WASHING MACHINE
- DO NOT SUBMERGE ME IN WATER
- DO NOT LET ME GET WET EXCEPT WITH A DAMP CLOTH ON MY FUR
- TO PREVENT STAINING MY FUR, WIPE DIRT OFF IMMEDIATELY
- IF I GET WET, REMOVE MY BATTERIES AND DRY MY FUR.
- ONCE I AM COMPLETELY DRY, REPLACE THE BATTERIES. DO NOT USE DETERGENT OR STAIN REMOVERS.

**TROUBLE SHOOTING...**

Furby is designed to provide hours of fun play. If you are having trouble with Furby, before calling Tiger Electronics Customer Service, try checking these areas:

**PROBLEM:**

Furby will not respond to any sensors

**SOLUTION:**

- a. Furby may be asleep. If he is asleep, the only way to wake him is to pick him up and give him a hug.
- b. Furby may need new batteries. Follow the instructions in this manual to replace Furby's batteries.
- c. Furby may be sick and must be fed and nursed back to health. Refer to the instructions for feeding Furby.
- d. As a LAST RESORT, re-set Furby by referring to the instructions for RE-SETTING.

**PROBLEM:**

Furby will not play games

**SOLUTION:**

- a. You must enter the play pattern correctly to start each game. Make sure you follow the pattern for the game.
- b. Furby can only do one thing at a time, therefore, you have to be careful to wait for Furby to stop moving or speaking completely before entering the next action in the game pattern.



- c. It is best to wait 3 to 5 seconds before starting the next action in the game pattern to make sure Furby knows you want him to play the game.
- d. Furby may not be paying attention. To get Furby to pay attention, pick Furby up and gently rock him side to side. Then try to play again.
- e. Furby can only play one game at a time. You have to end one game before beginning another. To end a game, pick Furby up and turn Furby upside-down until Furby says "Me done."

**PROBLEM:**

Furby is behaving erratically, not speaking, humming or seems to be malfunctioning or broken.

**SOLUTION:**

Replace batteries.

**90-DAY LIMITED WARRANTY**

Tiger Electronics Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$ 19.00. Payments must be by check or money order payable to Tiger Electronics Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

**Tiger Electronics Ltd. Repair Dept.  
1000 N. Butterfield Road, Unit 1023  
Vernon Hills, Illinois 60061, U.S.A.**

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

**THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.





### **IMPORTANT NOTICE:**

If your Furby begins to behave erratically, or stops functioning, please replace the batteries. As Furby's batteries wear down, Furby's behavior will become erratic and many functions will stop working. Furby may also emit a low hum or appear not to be working at all. Replacing the batteries is the easiest way to fix most of these issues. If replacing the batteries does not solve the problem, please refer to the trouble shooting section in the back of this instruction book.



This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions :  
(1) this device may not cause harmful interference, and  
(2) this device must accept any interference received, including interference that may cause undesired operation.

**Warning:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

